

# NAVY SEALS

## SCENARIO

The Gulf of Oman - and a secret location welcomes the arrival of the elite SEAL team. Their objective? To rescue the crew of a recently shot down helicopter.

Beirut - a dangerous stockpile of missiles must be destroyed before terrorists have a chance to use them. Only the SEAL team have the capability to complete the mission.

You control the team. You control the action. You hold the fate of innocent lives in your hands.

## LOADING

**IMPORTANT** : Ensure the machine is switched off. **NEVER** attempt to insert OR REMOVE THE game cartridge with the power on.

Insert the cartridge with the label facing towards you, into the cartridge port. On the C64 and 64C the cartridge port is the furthest right socket at the back of the machine.

Switch the power on - the game will load automatically.

## CONTROLS

This is a one player game only for use with the keyboard (C64/128) or joystick in port 2.

To access Commodore 64 menu press any key.

To access C64 Games Console menu press Fire Button One.

### Commodore 64/128 only

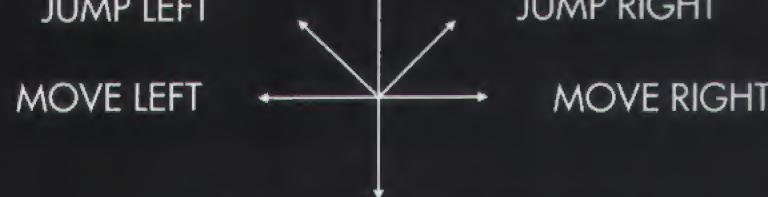
The keyboard is redefinable.

#### Preset keys

Q	- UP	F1	- PAUSE
A	- DOWN	RUN STOP/	
O	- LEFT	JOYSTICK UP	- ABORT GAME
P	- RIGHT		WHEN PAUSED

## JOYSTICK

JUMP UP/GRAB PLATFORM/CLIMB LADDER



CROUCH/DROP DOWN FROM  
PLATFORM/CLIMB DOWN LADDER

FIRE BUTTON 1  
FIRE BUTTON 2

FIRE/UNPAUSE  
PAUSE

MOVING LEFT/RIGHT/UP/DOWN AFTER GRABBING  
A PLATFORM SWINGS YOU IN THE APPROPRIATE  
DIRECTION.

NOTE : After you have swung upwards you cannot  
swing down again.

## GAMEPLAY

### Level 1: The Harbour

You come ashore at the terrorist base. Plant detonators at each Stinger missile avoiding guards or eliminating them where necessary.

In some levels, crates can be shot to reveal extra weapons and gain bonus points.

### Level 2: The Communications Tower

After the tower has been secured all terrorist communication links will be severed and enemy reinforcements will not be summoned.

### Level 3: The Barracks

The S.E.A.L.s must storm the barracks and remove any resistance.

### Level 4: Rescue the Hostage

Plant detonators on all Stinger missiles and then make your way to the prison where the pilot is being held. and then make your escape.



## COMMODORE C64 GAMES SYSTEM



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### Level 5:

Escape from Port Virginia complex and destroy the final cache of Stinger missiles.

Mission Two.....

### THE STREETS OF BEIRUT

Make your way through the war-torn streets of Beirut where you will encounter extreme resistance from the murderous Militia. Your ultimate goal is to rendezvous with a submarine which will take you to safety.

### STATUS AND SCORING

The status panel shows from left to right:

Character in play, energy, current weapon, number of shots remaining, number of bombs detonated, stinger missiles to be detonated, score and time remaining.

Points awarded are as follows:-

75 points

250 points

50 points

A bonus will be awarded for time remaining and SEALS alive on each level.

50,000 points are awarded on completion of the game.

### HINTS AND TIPS

1. Practise all of the available moves until you can use them instinctively.
2. Learn the map layouts to reduce level completion time.
3. Memorise where the terrorists appear.
4. Try to find the most suitable routes for each level.
5. Learn the various capabilities of each terrorist.

### NAVY SEALS

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### CREDITS

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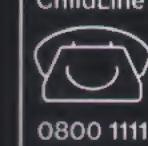
Programming by John Meegan

Graphics by Stephen Thomson

Music and Sound Effects by Matthew Cannon

Produced by D.C. Ward

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